

Complete Knowledge Assumption

- Often you want to assume that your knowledge is complete. Everything not known to be true is false.

Complete Knowledge Assumption

- Often you want to assume that your knowledge is complete. Everything not known to be true is false.
- **Example:** you can state what switches are up and the agent can assume that the other switches are down.

Complete Knowledge Assumption

- Often you want to assume that your knowledge is complete. Everything not known to be true is false.
- **Example:** you can state what switches are up and the agent can assume that the other switches are down.
- **Example:** assume that a database of what students are enrolled in a course is complete.

Complete Knowledge Assumption

- Often you want to assume that your knowledge is complete. Everything not known to be true is false.
- **Example:** you can state what switches are up and the agent can assume that the other switches are down.
- **Example:** assume that a database of what students are enrolled in a course is complete.
- The definite clause language is **monotonic:** adding clauses can't invalidate a previous conclusion.

Complete Knowledge Assumption

- Often you want to assume that your knowledge is complete. Everything not known to be true is false.
- **Example:** you can state what switches are up and the agent can assume that the other switches are down.
- **Example:** assume that a database of what students are enrolled in a course is complete.
- The definite clause language is **monotonic**: adding clauses can't invalidate a previous conclusion.
- Under the complete knowledge assumption, the system is **non-monotonic**: adding clauses can invalidate a previous conclusion.

Complete Knowledge Assumption

- Often you want to assume that your knowledge is complete. Everything not known to be true is false.
- **Example:** you can state what switches are up and the agent can assume that the other switches are down.
- **Example:** assume that a database of what students are enrolled in a course is complete.
- The definite clause language is **monotonic**: adding clauses can't invalidate a previous conclusion.
- Under the complete knowledge assumption, the system is **non-monotonic**: adding clauses can invalidate a previous conclusion.
- The **complete knowledge assumption** is sometimes called the **closed world assumption**.

Completion of a knowledge base

- Suppose the rules for atom a are

$$a \leftarrow b_1.$$

\vdots

$$a \leftarrow b_n.$$

equivalent logical formula $a \leftarrow b_1 \vee \dots \vee b_n.$

“ a is true if b_1 or \dots or b_n ”

Completion of a knowledge base

- Suppose the rules for atom a are

$$a \leftarrow b_1.$$

\vdots

$$a \leftarrow b_n.$$

equivalent logical formula $a \leftarrow b_1 \vee \dots \vee b_n.$

“ a is true if b_1 or \dots or b_n ”

- Under the Complete Knowledge Assumption, if a is true, one of the b_i must be true:

$$a \rightarrow b_1 \vee \dots \vee b_n.$$

Completion of a knowledge base

- Suppose the rules for atom a are

$$a \leftarrow b_1.$$

\vdots

$$a \leftarrow b_n.$$

equivalent logical formula $a \leftarrow b_1 \vee \dots \vee b_n.$

“ a is true if b_1 or \dots or b_n ”

- Under the Complete Knowledge Assumption, if a is true, one of the b_i must be true:

$$a \rightarrow b_1 \vee \dots \vee b_n.$$

- Under the CKA, the clauses for a mean **Clark's completion**:

$$a \leftrightarrow b_1 \vee \dots \vee b_n$$

“ a is true if and only if b_1 or \dots or b_n ”

Clark's Completion of a KB

- Clark's completion of a knowledge base consists of the completion of every atom.
- An atom h with no clauses, has the completion

Clark's Completion of a KB

- Clark's completion of a knowledge base consists of the completion of every atom.
- An atom h with no clauses, has the completion $h \leftrightarrow \text{false}$.
"h is false".

Clark's Completion of a KB

- Clark's completion of a knowledge base consists of the completion of every atom.
- An atom h with no clauses, has the completion $h \leftrightarrow \text{false}$.
"h is false".
- You can interpret negations in the body of clauses.

$$\sim h$$

means that h is false under the complete knowledge assumption

This is **negation as failure**.

Idea: only represent up and use \+ up instead of down

- Easier to specify
- Less error prone (exactly one must be true)

Negation as failure example (naf.pl)

$p \leftarrow q \wedge \sim r.$

$p \leftarrow s.$

$q \leftarrow \sim s.$

$r \leftarrow \sim t.$

$t.$

$s \leftarrow w.$

Bottom-up negation as failure interpreter

```
C := {}  
repeat  
  either  
    select  $r \in KB$  such that  
       $r$  is " $h \leftarrow b_1 \wedge \dots \wedge b_m$ "  
       $b_i \in C$  for all  $i$ , and  
       $h \notin C$   
     $C := C \cup \{h\}$ 
```

Bottom-up negation as failure interpreter

```
C := {}  
repeat  
  either  
    select  $r \in KB$  such that  
       $r$  is " $h \leftarrow b_1 \wedge \dots \wedge b_m$ "  
       $b_i \in C$  for all  $i$ , and  
       $h \notin C$   
       $C := C \cup \{h\}$   
  or  
    select  $h$  such that for every rule " $h \leftarrow b_1 \wedge \dots \wedge b_m$ "  $\in KB$   
      either for some  $b_i, \sim b_i \in C$   
      or some  $b_i = \sim g$  and  $g \in C$   
       $C := C \cup \{\sim h\}$   
until no more selections are possible
```


Negation as failure example

$p \leftarrow q \wedge \sim r.$

$p \leftarrow s.$

$q \leftarrow \sim s.$

$r \leftarrow \sim t.$

$t.$

$s \leftarrow w.$

Top-Down negation as failure proof procedure

- If the proof for a fails, you can conclude $\sim a$.
- Failure can be defined recursively:
Suppose you have rules for atom a :

$$a \leftarrow b_1$$

$$\vdots$$

$$a \leftarrow b_n$$

If each body b_i fails, a fails.

Top-Down negation as failure proof procedure

- If the proof for a fails, you can conclude $\sim a$.
- Failure can be defined recursively:
Suppose you have rules for atom a :

$$a \leftarrow b_1$$

$$\vdots$$

$$a \leftarrow b_n$$

If each body b_i fails, a fails.

A body fails if one of the conjuncts in the body fails.

Top-Down negation as failure proof procedure

- If the proof for a fails, you can conclude $\sim a$.
- Failure can be defined recursively:
Suppose you have rules for atom a :

$$a \leftarrow b_1$$

\vdots

$$a \leftarrow b_n$$

If each body b_i fails, a fails.

A body fails if one of the conjuncts in the body fails.

- If there are no rules for h

Top-Down negation as failure proof procedure

- If the proof for a fails, you can conclude $\sim a$.
- Failure can be defined recursively:
Suppose you have rules for atom a :

$$a \leftarrow b_1$$

\vdots

$$a \leftarrow b_n$$

If each body b_i fails, a fails.

A body fails if one of the conjuncts in the body fails.

- If there are no rules for h then h fails

Top-Down negation as failure proof procedure

- If the proof for a fails, you can conclude $\sim a$.
- Failure can be defined recursively:
Suppose you have rules for atom a :

$$a \leftarrow b_1$$

⋮

$$a \leftarrow b_n$$

If each body b_i fails, a fails.

A body fails if one of the conjuncts in the body fails.

- If there are no rules for h then h fails
- Note that you need *finite* failure. Example $p \leftarrow p$.

Default Reasoning

- When giving information, we don't want to enumerate all of the exceptions, even if we could think of them all.
- In default reasoning, we specify general knowledge and modularly add exceptions. The general knowledge is used for cases we don't know are exceptional.
- Classical logic is **monotonic**: If g logically follows from A , it also follows from any superset of A .
- Default reasoning is **nonmonotonic**: When we add that something is exceptional, we can't conclude what we could before.

Example: default reasoning about resorts (beach.pl)

- A resort is on the beach or away from the beach.

Example: default reasoning about resorts (beach.pl)

- A resort is on the beach or away from the beach.
A resort is away from the beach unless it says it is on a beach.

Example: default reasoning about resorts (beach.pl)

- A resort is on the beach or away from the beach.
A resort is away from the beach unless it says it is on a beach.
 $away_from_beach \leftarrow \sim on_beach.$

Example: default reasoning about resorts (beach.pl)

- A resort is on the beach or away from the beach.
A resort is away from the beach unless it says it is on a beach.
 $away_from_beach \leftarrow \sim on_beach.$
- If we are told the resort is on the beach, we would expect that resort users would have access to the beach.
If they have access to a beach, we would expect them to be able to swim at the beach.

Example: default reasoning about resorts (beach.pl)

- A resort is on the beach or away from the beach.
A resort is away from the beach unless it says it is on a beach.
$$\textit{away_from_beach} \leftarrow \sim \textit{on_beach}.$$
- If we are told the resort is on the beach, we would expect that resort users would have access to the beach.
If they have access to a beach, we would expect them to be able to swim at the beach.

$$\textit{beach_access} \leftarrow \textit{on_beach} \wedge \sim \textit{ab_beach_access}.$$

Example: default reasoning about resorts (beach.pl)

- A resort is on the beach or away from the beach.
A resort is away from the beach unless it says it is on a beach.
$$\textit{away_from_beach} \leftarrow \sim \textit{on_beach}.$$
- If we are told the resort is on the beach, we would expect that resort users would have access to the beach.
If they have access to a beach, we would expect them to be able to swim at the beach.

$$\textit{beach_access} \leftarrow \textit{on_beach} \wedge \sim \textit{ab_beach_access}.$$
$$\textit{swim_at_beach} \leftarrow \textit{beach_access} \wedge \sim \textit{ab_swim_at_beach}.$$

Example: default reasoning about resorts (beach.pl)

- A resort is on the beach or away from the beach.
A resort is away from the beach unless it says it is on a beach.

$away_from_beach \leftarrow \sim on_beach.$

- If we are told the resort is on the beach, we would expect that resort users would have access to the beach.
If they have access to a beach, we would expect them to be able to swim at the beach.

$beach_access \leftarrow on_beach \wedge \sim ab_beach_access.$

$swim_at_beach \leftarrow beach_access \wedge \sim ab_swim_at_beach.$

$ab_swim_at_beach \leftarrow enclosed_bay \wedge big_city \wedge \sim ab_no_swim.$

$ab_no_swim \leftarrow in_BC \wedge \sim ab_BC_beaches.$

See end of logicNegation.py in aipython.org or
<https://artint.info/3e/resources/ch05/beach.pl>

Default Example

How can we represent

- Birds fly.

Default Example

How can we represent

- Birds fly.
- Emus and tiny birds dont fly.

How can we represent

- Birds fly.
- Emus and tiny birds dont fly.
- Hummingbirds are exceptional tiny birds.